

THE BEHOLDER

MFP
APC

#8



This is the September 29, 1979 issue of The Beholder, a treasury devoted to the play of postal Diplomacy (and anyone who doesn't know by now what goes in these parentheses take a lap), and published by John Kelley, Box 35, Kitchikan, MT 59628 USA, phone (please do to contact, but I have football practice until 7:30 pm) 7 is (909)-369-4332. I am the game-master (Sort of) for all games played here in, currently 1977-AD, 1978-AD, 1979-AD, Cocodrillo (demo) (Dennis Agosti, where are you?) and 1978-Zulu which, unless I miss my guess, is supposed to end this issue if I get orders from Clive Tonge before Saturday.

Diplomacy games are open, and begin as soon as seven brave people sign up. To sign up, (openings in several games; Longleganger, 33; Atin, 34; Gargoyle, 35; Blind game (which simply means that you don't know who the other players are), 32 (has 4 paid signups). The first three are regular.

Subscribers are invited to join a standby list, enabling them to take abandoned positions. They have to, however, maintain a subscription. The Devil's Rig is currently includes Gibson, Kelly, Hudson, Van Alkened, Wilson, Casado, Krenzel, and Masters.

Subscription rates are: 1-6 pages-25¢; 7-10 pages-30¢; after that add 15¢ for every ten pages or less, enabling me to put out 11 pages and charge you 45¢ if I want; but I doubt if I'll do that.

COAG:

Dennis Sulzberger, Box 65, Climbing Hill, IA 51015.

Barkus Beale, Wilson Hall, Room 237, Oregon State University, Corvallis, OR 97331.

Greg Costikyar, Box 865, Brown University, Providence, RI 02912.

Well, even if you will be pleased to hear that

A NEW GAME BEGINS! Bulette begins now, and here you are:

Austria: Denver McLeod, 215 So. Marengo, Apt. A, Pasadena, CA 91101.

England: David J. Carter, 118 Horsham Ave., Willowdale, Ontario M2N 1A9.

France: Bob Albrecht, 2308-9 Ave N, Lethbridge, Alberta T1H 1J5.

Germany: Nick Hudson, #353-2503 Hurontario St., Mississauga, Ontario L5A 2G7.

Italy: Douglas Warfel, 44 Marie Ave., Mannheim, PA 17545.

Russia: Dave Weatherhead, 386 Browndale Cres., Richmond Hill, Ontario L4C 0J4.

Turkey: R. Russell Pugh, 2698 Harrisburg Pike, Lancaster, PA 17604.

Talk about lousy geographical spreads. At any rate, Spring 1981 is due 24 Nov 79 at unless I get orders and the go ahead from everybody by 24 Oct 79. Lotsa luck!

AN IMPORTANT NOTICE TO THE D&D PLAYERS IN THIS ZINE:

Guy, I'm going to have to shut down the D&D games and return your gamefees. It just got to be too much, and I simply couldn't handle it all anymore. It was either that or fold the whole schlemiel, and I don't want to fold the whole schlemiel. So you will notice \$2 added to your account, but if you subbed merely for the purpose of playing D&D feel free to ask for your sub credit and gamefee back. However, this is still, to a small extent, a D&D-oriented zine; there will still be D&D articles, and often. There is some interest, after all.

And I wouldn't suggest turning to Garry Fairbairn for postal DFD. You might ask him, I suppose, but expect not to be let in. He only wanted to have a trial run for his new dungeon, and I suspect that 2 people is enough.

Anyone wanna buy a zine dungeon? Not very good, really, but lots of myriad passages and (in two levels) hungry, slobbering monsters. Best offer over \$3 buys it. Tell you what: if I get more than one offer, I'll photocopy it (5 sheets total, I think), but the best copies/original will go to the highest bidder.

Well, that's taken care of. By the way, Blair, do you want me to tell you-know-who about you-know-what?

As to the orphan games: as I said in the cards sent to all HD players, Jerry's orders were misfiled by Bob, so he's still the German player, unless I hear nothing from him by 27 October, in which case Lou Wojcik will resume his position. ~~Jerry~~ Jerry never saw Bob's final adjudication, so he has yet to submit orders so I can re-adjudicate and be on my way. Please bear with me, guys; I'm trying hard to not bungle like I did with the other two games..

Well, none of the 78-E palyers have subscribed as of this writing (24 Sep). I sure as heck am not going to cater to them any longer; if they want to play, they better respond to this issue, which they are getting free, as they did last issue; if they do NOT respond, I'm going to dig in- to my standby list. Same with 77AG; Jan Jensen and Julian Presber had better come across by next issue if they want to stay in this.

One thing's for sure. These are the last C-130 orphans I'm ever going to take over, unless they're done the way Bob Beardsley did it, by phoning and doing it SNEAKILY. Once burned, twice shy, and I've about had it with orphans. These have been more hassle than they're worth, and I see no reason to ever bother with it again.

Anyone got old zines they want to get rid of? Am looking for:

Fol SI Fic 1-98, 100

Erutus Bulletin 1-9, 11-25

Arrakis 1-38

any and all Runestones, Cum Grano Salis's, Electra Glide Blues, Gasseda, Paroxysms, Der Fliegende Hollanders, And any other old Canadian zines. .
Lies, Deceit & Nefarious Schemes 1-22

any Mikumaxu Gazettes, Masons Dangerous, Erehwons, No-drink Minsters,
#1-6, Why ME? #1-12, 16, ADAGS, Saint Geo, & Dragons, Brothas, Saguenays,
Ignor 1-15, 18-21, 23, LaGuerrres, Ter-rans, Claw & Fangs, Efeliarto,
Diplomacy Worlds, or any other zines that folded before 1977. I will pay
face value; let me know what you'll part with!

John Lipscomb, I'll send you these variants one of these days. Also, Nick Russon, Bob Albrecht: Your beautiful photocopies of Indemonium will be sent as soon as I find it, which may not be until March. Anyone who wants a copy of it should let me know.

Time for me to take a deep breath and take care of THE GAMES:

1979-80, Winter 1901: GOD, THAT'S A LOT OF ARNIER!
Austria (Nick Russon): Build A Vic; has A's Vic, Ser, Bud, & Gro.
Belgium (Jerry van Alkemade): Build F Lon, F Lpl; has F's Lon, Lpl, 18th, 19th,
 1st.
France (Clive Tonge): Build A Mar, A Par; has A's Mar, Par, Spa, Pic, & Ber.
Germany (Markus Rostig): Build A Mun, A Ber; has A's Mun, Ber, Ruh, Don, Pld.
Italy (what the heck am I doing? For got Italy, curse curse curse...
Italy (François Curreir): Build A Ven, F Nap; has A Ven, Tri, Tyo, F's Nap,
 Tun.
Russia (Trevor Baillie): Build A War, F StP(nc); has A's War, Gal, Sev, Pld,
 St(nc), Rom, Swe.
Turkey (Bob Albrecht): Build F Con; Has A's Bul, Arm, F's Con, Bla.

, and everybody sent lots of PRSSS: to cheer me up:

Austria-Italy: OUCH!

Belgium-Galicia: Why are you supporting illegal aliens? Get rid of them at
 once!

Vienna-Ankara: Neither will you! Chuckle, chuckle!

Moscow-Ankara: Neh, hch, hch!!!

Ankara-Vienna: What next? Do you intend to get Bulgaria? Fool!
 ((this is black press and not my doing, Nick)) Mind Flayer-Ankara: I should
 have EMRed Russon. He's a real tretick.

Mind Flayer ((in the flesh)) That last is known as 'ebony press' or 'pitch
 press' and will be allowed, but I have the right to disclaim it.

Ankara-Moscow: Are we going to smash Austria? Let me hear ya!

The Court of St. James (alias Gerard) offers its apologies to the
 Secretary-General of the League of Nations (sometimes, behind his
 back, irreverently referred to as the "GAMESMASTER"), for having
 missed the rollcall on the crucial vote on so-called "neutral" ord-
 ers in the Fifth Plenary Session of that august body (that's you,
 John!).

Only just now, after having had the benefit of the Secretary Gener-
 al's advice on where to find this particular item in the bulky min-
 utes of that session, has the Foreign Secretary been able to find
 it. It was subsequently determined that, because of the undue length
 of the Session, the British delegate was caught napping, and the
 Government, (intent on ousting cliches) found itself with its col-
 lective foot in the royal mouth.

Having accepted, for now, its defeat by default in the vote, Her Ma-
 jesty's Government remains unalterably opposed to the use of these
 so-called "neutral" orders at any time, and has petitioned the Sec-
 retary-General to place the brief submitted by it against "neutral"
 orders into the record of the proceedings at the earliest appropri-
 ate time.

As to the warlike developments on the Continent over the year past,
 the Foreign Secretary points with pride to Her Majesty's Govern-
 ment's diplomatic success in obtaining united French and German
 support for its peacekeeping force in Belgium. This, a leading
 Whitehall spokesman said, shows true European Unity in Action.

London's betting parlors, very long odds are given against this
 "peace & trade" surviving together through 1902.

At Market Street, Wilson Hall, 2nd 237.050
 07777

Here CS press, including half the Turkish stuff, which I mistakenly dove into the British press interrupting:

Mal Player-London: Your apology is accepted, but unless I get a LOT of anti-AM stuff from my readership soon, your protest will be, well, futile.
Ankara-London: You are a master diplomat. I congratulate you on the triumph of getting G & F BOTH to support your move. And you a near novice! (to p.d. anyway)

Ankara-Berlin: Still no word, eh?

Ankara Daily Clarion: Today the Sultanate Albrecht ordered the demolition of the Mosque of Ankara, because it obscured his view of the Black Sea. No one has dared to mention it to the Sultanate that, since his palace faces south, he still won't see the Black Sea. Palace rumour has it that he is thinking of eliminating the mountains behind his city, so that he can see the Holy City of Mecca. It is obvious that he failed geography in school.

Ankara Daily Clarion: The Imperial Sultanate Albrecht announced today that a new arm is to be added to the Fleet. The new fleet, which is to ~~be known~~ be known as the Royal Aegean Fleet (R.A.F.) was commissioned by the Sultan's daughter, Semolinia. This reporter feels that the fleet is poorly designed, as the ships, as yet, contain no guns, but that problem will be solved, reports the Imperial Govt.

Vienna Blabbermouth: The Austro-Hungarian leader of Budapest, reports, "that the Trieste attack was unsuccessful, and that there is no truth to the rumour that Vienna will be overrun." This report was given at the Zurich train ticket window. A special train is leaving on a government "vacation" for Switzerland and the leader is reported to have reserved all seats for himself and his general staff.

Vienna-Burpee: I propose a concession to Italy and Turkey. Please vote with Spring orders.

Ger-Tur: You forgot me in your press last move. PS. you should've stuck Russia.

Ger-Rus: Better dead than red!

Ger-Aus: Sock it to 'em!

Ger-Rus: I can't think of anything for you.

What a bunch of mouths. Spring 1902 is due 27 Oct 79. By the way, Clive, you were saved only by taking the precaution of submitting tentative Winter orders; but for those, you would have been NMR. I suggest you all submit a Winter build priority with Fall orders from now on - it helps!

1978-80, Winter 1904/Spring 1905, re-adjudication:

1904-F, G, & F built A's in par, ber, & con.

Spring 1905:

Austria (Jim Lynch): A War 3 TURKISH A Lva-Pru, F Ion-Tyh, F Adr-Ion, A All H, A Vie-Tyo, A Boh S A Sil, A Sil S TURKISH A Lva-Pru.

France (Tom Mirti): F Nat-Mid, F Eng S F Nat-Mid, F Nta S GERMAN F Hwy, F Lvo-Tyh, F Wes-Naf, ((whops, that should succeed; delete the ____)) A Lpl-Tor, A Har-Ple, A Far-Bur

Germany (Jerry H. Jones): F Hwy S F Swe, F Swe S F Hwy, A Pru-Sil/a/, A Lva S A Pru-Sil, A Ber-Pru, A Kle S A Kle, A Isl-Bah.

Italy (Randolph Smyth): A Lvo S A Lvo, A Fle S F Tyh-Tus, F Tyh-Tus, F Tun S AUSTRIAN F Ion-Tyh.

Turkey (Tom Thorsen): A StP-Fin, A Lva-Pru, A Mos-Lva, A Ukr-Mos, A Con-Kov, F Bla C A Con-Sev, F Aeg H.

Thanks due to Jerr who got his orders in. Fall 1905 is due 27 Oct 79. Lou Wojcik, your sub credit can be reclaimed just by asking. If you're rather or not got the zine, but I'd be glad to have you.

Also, a BIG thank you to Bob Beardsley, who is doing his job in a very responsible manner and who made this transfer smooth with his quick action in arranging for the error to be corrected. Bob, I will give you the best in whatever you are doing now, and I will be glad to have you in the future.

1075-E, Fall 1906 re-adjudicated. You see, Before Blair got my bungled adjudication, a note was sent him way by nick and clive saying I was taking over the game, so he submitted orders (well, a change of orders), then got my adjudication, then, well, here we are!

Austria (Ron Kelly): F Acc-Gre.

Weland (Robert Acheson): A Ed1 II, F Cly S A Ed1, F Nth-Nug.

France (oops, doesn't exist!)

Germany (XIX) Jan Jensen): F Lon-Val, F Den S A Kio, F Hol S A Bel, A's
 Lic, Bel, both u/o, both H.

Italy (Blair Cusack): ~~Eng~~, A Gas-Bre, A Tri-Ser, F Iri-Lpl, F Mid-Eng, F Ion-Gro, A Par-Pic, A Ven-Tyo, A BUR S A Sub-Lpl, A Sub-Lpl, A Boh-Kun/d-ret-Vic, OTB), S F Bal(ac) S F Ion-Gro, A Con S A Bul(ac), A Bud S A Tri-Ser, F NAT S F Iri-Lpl, F Bal S F NAT Mid-Eng.

Russia (Dave Head): A Gre H, F Bla-Bul (ec), F Swe-Ska, A Tchr-Jam, A War-Gal, A Sil-Boh, ~~xxxxxx:xxxxx~~ A Mun S A Sil-Boh.

Turkey (Barrey Hickey) A Ank-Sny.

Centros:

~~SECRET~~

12(3) 211, New, StP. Even.

G(5) Rio, Hol, Bel, Den, Lon, Even.

1 (16) Home, France, Vic, Tri, Ser, Con, Tun, Spa, Por, Lpl, Mdd, Mfr, Wpl,
Bud. Build one (or two if ret-OTB).

R(8) Mos, War, Sev, Rum, Swc, Ber, BMZ, Bld, Gre, Mun. Build one.

T(2) Ank, Spy. Build one.

At this writing (29 Sep), only Blair subscribes. If the rest of you want to keep playing, you better do so too. This is your last free issue. Robert, I know I've said a few nasty things to/about you before, but I have nothing against you. Tell you guys what: I'll give you a special deal. \$1.50, in Yankee money, will pay for your subscription as long as the game runs. Blair, you can do this too if you want, with a portion of your sub credit. Winter 1906 and Spring 1907 are due to me 27 Oct 79.

1977-AG, Winter 1906: This is all tangled up. First, I fouled up the adjudications. England should have gotten Norway, and Trevor must retreat F Nwy (on file). Francois, Trevor, and Randolph already sub/trade and have responded, but I'll give Julian and Jan this issue free, and one last chance to subscribe. I'll let Jan use the special deal mentioned in 28-E here too, but Julian will have to sub at an inflated price because of the enormous cost (62¢) of sending him the nine. I'll charge him 30¢ extra per issue, for the remainder of the game, but after that, the price will simply be DOUBLED overseas. In any case, Winter 1906 is due 27 Oct 79. However, I am calling two standbys in case Jan and Julian don't respond.

For France, Curt Gibson; for England, Ron Kelly. Thanks, guys.
Here are the adjudications:

100-44, FILE 1906:

England (Jan. Jonsen): ~~1941~~, F 11th; F Ska-
-sky, F 241; F 11th.

France (Julian Presber): F Por-Jha(nc), F Mid, F Ang Por-Jha(nc), F Iri
F Mid, F Ang S F Mid, A Par-Jha(nc), A Par-sur, A Iah S A Par-
sur, A Mol-Kio.
Polio-loger, Retreat to Gas or (TH (A Mar)

Italy (François Guerrier): A Ven-Tri, F 1-AF-Vit, F Spa(nc) 3 F NAF-11d.

James A. McFar.

Personnel (G. Trevor Mallin): F Pot-Swe, James C. Pot-Swe, F Mel-Den, A. Ber-Mur,
Mel-Mur.

[illegible]

- (1): Ed, ~~Adm~~, ~~Adm~~. Remove ~~one~~.
 (3): Dre, Far, Por, Lon, Lpl, Bel, Hol, Kie, ~~Mar~~. Even.
 (5): Homo, Spa, ~~Mar~~. Build one.
 (5): StP, ~~Eng~~, Don, ~~Mar~~, Bor, ~~Adm~~. Remove ~~one~~, or even if ret-070
 (15): Homo, Bul, Gre, Ser, Hun, Tri, Sev, Vie, Bud, Tun, War, ~~Mar~~, ~~Man~~.
 all too.

Whew. Well, I wanted to plub some zines, so here I go:
Urf Durfal, published by Greg Costikyan, Box 865, Brown University, Providence, RI 02912. This zine is not your average zine. It contains politics galore, games, variants (Greg is MNC), and humour. But the difference is that Greg has many, er, different ideas ("Free the city of NY," "Conscription is Slavery," "Libertarianism", etc.), but they don't spoil it. Write for a sample today.
Infidel, the reincarnation of Arreksis, published by Clive Tonge, #301-3375 Ponytrail Drive, Mississauga, Ontario L4X 1V8. After seeing one issue of this, I can highly recommend it. Clive and Nick Russon (chief GM) seem to be avoiding many of the blunders that new publishers all make (that I made), and I is very much worth your money. They can use standbys, too.

Here's a bit of press for 1978-Zulu, which is delayed on account of no orders from Clive.
PARIS(Reuters): The U.F.C. ambassador was expelled by the FCA for drooling, coughing, wheezing, and straining the English language. Said the Representative for Russia, "I was trying to make a speech, and this idiot was sitting there choking, and coughing at every important juncture".
Berlin: The German non-activist movement died today, as he assaulted a Bus Conductor, when he found out that the man was a German. This irrational idea, that Germans should do nothing was a very short-lived movement, containing at its peak, 7 people. Of these, five were Turkish officers of the Former Liaison unit, and the 6th was the leader's wife. They will not be missed by anyone.
Vienna-Ankara: They're knocking at my door, can I open it?
Vienna-Ankara: I have to sign a document, should I use a red or blue pen?
Vienna-Ankara: Can I go to the Bathroom?
Ankara-Vienna: Stop turning around, you're twisting the strings!
Find Player: By the way, guys, is this thing supposed to end in Fall 1918, like it says in the rulebook, or what? Let me know!

John Lipscomb, I'll get those variants to you one of these days. Be patient. (I know, you have been, but keep it up..)

Bob Albrecht's subzine reappears this issue; Bob, once in a while a 3-4 pp. issue is ok, but for the most part I don't want to see more than 2 pages. Who's publishing this zine, anyhow?

Guess I can fill the page with filler on my exciting life. The day before the deadline (Friday), we went up about 100 miles to beat Mabton by two points. I didn't play, of course, but on the way back the cold I've had ever since school began acted up, and all those creampuffs refused to let a window down on the way back. I've been miserable ever since, including now (Sunday), and may not be able to make it to school tomorrow. I sure as heck am not going if my nose remains clogged up like this ("Uh, Miss Hollingsworth, can I go blow my nose?" "But John, this is the fifth time this period!"). Anyone who has heard that Washington is rainy is full of bull because it's bone dry right now. I can't do much about it...

So far, our varsity (first-erting) is 3-1, and our junior varsity (everyone who doesn't play much varsity, including me) is 2-0. We'll get to that Kingdome yet. Speaking of football, our coach seems to be taking an interest in wargames. He's getting this issue.

DESIGNING AND STOCKING YOUR DUNGEON
or, How To Spend Twenty Hours on Nothing

Before you decide to design your own dungeon, it's smart to ask yourself some questions. First, how much do you enjoy playing D&D as an adventurer? Once you've designed a dungeon you'll be a DM--mark my words, it will tend to detract from your enjoyment of regular adventuring and you'll become more critical of the DMs you play under.

Do you have the imagination to try this? Some do, some don't.

Are you a confident, sure-of-his-direction person? If the DM looks and acts indecisive (ie. makes up things as he goes along, fails to do a thorough job of creating the dungeon), it ruins things. Most DMs are this way when they start, and gradually develop expertise. For the players to have fun (which ought to ALWAYS be your main objective) a DM can't always waver in purpose--he must be in charge of every situation.

If you can answer not-too-much, yes, and yes to those questions respectively, you might make a good DM. In that case finish reading the article. Otherwise don't bother.

First, go downtown. Buy yourself a pack or two of graph paper (a lot of adventurers will choose to sponge off you instead of buying their own), about 2 or 3 hundred 3" x 5" note cards, a good, tough notebook (for filling and shielding yourself from irate players), 300 sheets of notebook paper, a small pencil sharpener, three or four pencils, and a black Bic wide-point pen. These are your tools. Head for home, at the same time trying to think of a decent background for your new dungeon, one that hasn't already been used. That's your start.

Where will the dungeon be? Underground, a castle, a building, what? How many levels? Do you want just a run-of-the-mill, one-graph-paper-piece nine levels down thing, or will it be a veritable maze? Are you going to allow new character types, in accordance with your new fantasy world? Who cares anyhow?

When you decide all that, and know the basic layout of the dungeon (leave a little room so you can work on it if you're bored sometime), start drawing it. No, not the dungeon proper. Draw a side view, shrunk down, of the dungeon and how it descends, ascends, stands pat, or what. This will help immeasurably when you're trying to make stairways. That being done, start mapping out the maze of corridors, rooms, and passages. There are a few good guidelines to follow here, as you draw and get ideas:

For 8 x 11 graphpaperpiece, I would advise the following:
3-5 traps (only one real killer, the others should be just scary)
My favourite traps are chutes, but spears out of walls are fun too
Very few secret passages.
4 or 5 magic items, in hard-to-get places (ie. in ogre dens)
1-3 really nasty monsters. This is where you get to put blue dragons on the first level.

After completely drawing out the labyrinth, take your notebook and paper. At the first line, left margin, write 'A'. Circle it. Then find a spot on the dungeon map. Think of a good monster, and maybe an appropriate treasure. Write an 'A' where you want the monster/treasure. Then 'B', etc. until you have the dungeon reasonably well stocked. This system isn't just for monsters and treasures--do it for intricate traps and magic items too. Don't skimp--do it thoroughly by all means. The note cards are for wandering monsters that come up all of a sudden. You should build up such a supply of cards with a wandering monster(s) that you will never have to use the chart in the book again (the Basic D&D Book). When you finally roll that beloved '6', draw at random a card, and stick it on the party. Keep your monster stack loaded at all times, and don't put too many really cool creatures in. Just the standard fare of orcs, goblins, gnomes, albedos, elves, etc., with an occasional wind flyer or 2, just to keep your party from getting bored. A beholder is even better, some wizard's

Kobold #2

MEP/APC



Kobold: The only Canadian Subzine of An American Diplomacy zine.
October, Issue #2

Kobold is published monthly, (barring unfortunate incidents), by Albrecht Publishing Co. 2308 9 Ave. N. Lethbridge, Alberta T1H 1J5. Diplomacy is a registered trademark of a game owned by Avalon Hill Games and invented by Allan B. Calhamer. For home delivery, phone (403)328-7660, or write to the above address. No games are carried yet, but sign up for super cheap gamefees.

I was on vacation from Aug. 13-27 so I got back too late to put out the Sept. issue. However this was an unusual occurance and should not happen again. Did anybody miss me?

I signed up for my last year (Gr. 12), yesterday, and still have not recovered. I spent 4 hours in lines!! But I'm all signed up now, so there is another thing taken care of. Whew!!

My trip to St. Laurent, Quebec, was a new experience and a good time. We saw an Expos game, had a helicopter tour of Montreal, and got to see Ottawa. I had a rough time with French, but as time went on, things got better and better and I now know a little French. Connections between places were bad, as it took 14 hours to get from Dorval to here.

My personal feeling, after living with my exchange student for two weeks, is that the only Quebecers who want to separate are Rene Levesque and the Parti Quebecois. I am proud to live in a Canada that has Quebec in it.

WHYDO IWRITESUCHINANELYSTUPIDLINESSEPARATORSDOESANYBODYREADTHESETHINGS

Dibs and Dabs:

1. Game openings are not proceeding well. Why not. do I have bad breath or something? Therefore I am going to instigate the following rates: "\$1.25" for game openings. How can I be nicer?! In an age where inflation runs rampant I am lowering my game fees. What more can you ask?
2. Oaklyn actually had the nerve after sending out letters, to include a copy of his "zine". A letter is bad enough, but... O//%&?!!! the thing is so packed with lies, it makes me sick!!
3. I ask you, an a reader, to write and tell me why no one likes my games. I am getting depressed!!
4. Bob's Famous Doodles are officially defunct. I could not find any more... so if you want more you'll have to send 'em yourself!

ARGONKRYPTONNEONHELIUM-ILIKEGASSINGAROUND-HYDROGENOXYGENCHLORINEFLORINE

Articles: Why They are Necessary. (by your editor...)

Diplomacy has produced one facet of players that are not content to just play. They must share in the creating of Diplomacy. I am speaking, of course, about Articles and Article Writers. These poor wretched souls produce reams of paper and pen writings. There are basically three types of articles, that is: tactical, humorous, (or humour related), and tirade type articles.

Humour articles are among the most popular in the hobby and either make fun of something or focus on a humorous subject. Conrad von Meteko, Hans Barch among dozens of others, just as good have written some good ones.

Tactical articles have reputations for being dry, dusty, and boring. To reply to this is look at the source. Some writers, such as Edi Birsan, Ed Walker, Mark Berch, and Randolph Smyth are among the best in the business. They don't rely so much upon others for information as from their own personal experiences. A good tactics article has a balance between advice and case histories.

Tirades are good for rooting out the problems in the hobby (ie. TDA, Tretick) and act as a starting point for reformative measures.

Why are articles necessary? Because they inform novices about things that may come in handy, they are useful experience and advice, and lastly, they're fun!

CHEMISTRY IS SO BORING ALL I DO IS LOOK THE CLOCK AND THINK UP MORE DUMB ARTICLES LIKE THESE THE GAMES:

Nothing new here. Game fees \$1.25. Write to me now!

INATE PEOPLE WHO WRITE GARBAGE BETWEEN LINES AND THEN TRY TO JUSTIFY IT WITH EXCUSES

The St. Petersburg Bottleneck

By the Bob!

St. Pete's has always been a pain for those who own it. Russia suffers in the initial part of the game because the chances are very good that England will give you a lot of trouble in Scandinavia. This is created in the 1901 year when Russia needs another fleet up north and must choose correctly where to build it. If he builds it on the wrong coast he is finished.

In 1901, Russia not only has the southern front to contend with, he has to worry about England. If England devotes himself to Norway, (as is often the case), England will stay out of Germany and France until he has Nor, Swe, and St. Petes under his thumb. Not only is St. Petes an attractive base because of the centres readily available south of it, but it cuts off the Russian fleet and usually for good. If England gets an army to there and has a fleet to support it, no one can push it away without outside help.

Or the second thing that could happen, is that R&E may be locked in battle for Scandinavia. Unless he can free St.P from a defensive, supporting position, Russia can do nothing.

When E & R (IF E & R) make peace, then Russia must abandon the hopes of an all Russian Scandinavia or face future war with England. England (and to an even greater degree, Germany) will hate F St. Petersburg(sc), as nothing else. He, (they), will view it as an act of war.

Later in the game an enemy in St.P will usually be able to advance, as the Baltic is a good area to convoy on and is very maneuverable. Once Livonia is taken, Russia is doomed.

Therefore I propose reform. I suggest St.P should be turned into a canal state like Kiel, where nc and sc would become obsolete. I would like to know what you think. This could become a turning point for the bleak St.P bottleneck. It would give Russia a fighting chance against the English one-way and a German sweep of the Scandinavians. What do you say?

and now for a new featur in Kobold, mainly, PLUGS!!!!

Bl Si File: I finished my first game in this zine, and it's dying out now, but in a sensible way. It has no game openings, but is published by one of the leaders of the Canadian hobby. 9 for gm, 9.8 for zine.

Spentone: Although it borders on the warehousey, it is truly the best play-zine I know of. John Leeder is the best Gm I've ever seen. (Even if he makes a few mistakes.) 9.5 for gm, 6 for zine.

the effort. It's not a good idea and I recommend it to anyone who'd like a good game. 5 for 3, 7 for 10.

RANDOLPH SPOTTS, 4475 1st St., SE., #314, Redmond, WA, 98072. P.O. Box 1000.
Andy Lischell, 5025 N. Pacific CT, Chicago, IL 60648.
John Leader, 121-19th Ave., NE., Calgary, Alberta T2P 1K6.

Now we are at the end of another issue. Remember though, I will be back next month with more author-packed oval-essentials! (Sincerely Yours) Sam - cheap!!

THANK

THANK

Joe, your writing is OK, but you need to work on a couple things. For one thing, unless you're typing the masters (which would be nice, but not), please stick to single 'spiral' type (single spaced lines) trying to get a magazine version. It's a because of space. Also, was proven in my evaluation poll, there is not much interest in long articles. If you could write a little Q&A it'd be OK, but as it is I'm not sure how many people are reading them, and I am the one who has to entice the subbers. If material doesn't appeal to them, I go down the drain. Try some humour-everyone, especially me, loves that!

I will check the trivia answers one of these days. I seem to have made the questions too easy-many of you really cleaned up!
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